A NEW METHOD

—OF—

PLAYING AND SCORING

WHIST.

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A NEW METHOD

Playing and Scoring Whist.

ELEVEN HANDS TO COUNT AS ONE GAME.

Every player to be credited with the number of Hands and Tricks *won* each Game.

Change Partners every Game, or continue with the same Partner. The best test would be for each to play *with* and *against* the others, which can be done in 3 games with 4 players. It will take about 2½ hours to play 3 games or 33 hands.

TEST RECORD.

The Record or Result will be based on the number of Hands and Tricks *won* by each player, by dividing the number of each Kind won by the total number of each Kind, Hands and Tricks played by each, the result will show the *Percentage* of each kind won.

A more simple mode of arriving at the same result will be, to multiply the Tricks won, by the Hands won.

Whoever has the largest Percentage of the 2 Kinds added, or the greatest result of the 2 Kinds multiplied, will be considered the best Player, or Winner.

The object of this new method of Scoring Whist is, that Hands won, shall count in equal proportion to Tricks won, and to fairly and justly determine which Player has displayed the most Skill or exercised the best Judgment.

It must be admitted by every Whist Player, and intelligent person, that the customary way of counting a majority of tricks only, as winning points in Whist, is not a fair test of skill, as frequently the losing side may win twice as many hands played, and almost as many Tricks in a single game; and in a Rubber, the losing side frequently wins *more* hands and *more* Tricks.

In playing a Game of 10 Points, recently, one side won 9 points and 8 hands, while the other side won 10 points in only 2 hands, but won the Game.

In playing a Rubber of 3 Games, 15 Points each, one side won 19 hands and 43 points, while the other side won only 7 hands and 31 points, but won the Rubber.

Such a result, as a test of Skill, is positively ridiculous, as the Losers won 150 per cent. more hands and 40 per cent. more Points, but lost the Rubber.

It is so unjust and unreasonable, that some other method of Scoring should be adopted.

This new method would be a sure and fair test of the Skill of the several players in a Tournament, playing a large number of Games, with, and against each other, changing Partners every Game

It would establish the individual merit of each Player.

It is difficult to change established customs, and this method may at first seem intricate or complicated, but it is really very simple.

The only difference is, instead of Scoring Points, you keep a record of both hands and Tricks won by each side or player. The Game to be 11 hands instead of a fixed number of Points.

You can stop the game at 11 hands played, or continue it as long as desired, and count the Score at 11 hands or after, by multiplying the number of Tricks won by either side, or by each player, by the number of Hands won.

The greatest result wins the Game.

Illustration and Explanation of 3 Games, as played by A, B, C, D, changing partners each game.

HANDS PLAYED.	A——PARTNERS——B				C——PARTNERS——D			
	HANDS WON.	TRICKS WON.	HANDS WON.	TRICKS WON.	HANDS WON.	TRICKS WON.	HANDS WON.	TRICKS WON.
1st	1	9	1	9	0	4	0	4
2d	0	3	0	3	1	10	1	10
3d	1	8	1	8	0	5	0	5
4th	1	9	1	9	0	4	0	4
5th	0	2	0	2	1	11	1	11
6th	1	7	1	7	0	6	0	6
7th	0	5	0	5	1	8	1	8
8th	1	9	1	9	0	4	0	4
9th	1	8	1	8	0	5	0	5
10th	0	1	0	1	1	12	1	12
11th	1	7	1	7	0	6	0	6
	7	68	7	68	4	75	4	75

HANDS	A——PARTNERS——C				B——PARTNERS——D			
	HANDS	TRICKS	HANDS	TRICKS	HANDS	TRICKS	HANDS	TRICKS
1st	1	9	1	9	0	4	0	4
2d	0	6	0	6	1	7	1	7
3d	0	4	0	4	1	9	1	9
4th	1	11	1	11	0	2	0	2
5th	1	7	1	7	0	6	0	6
6th	0	2	0	2	1	11·	1	11
7th	0	6	0	6	1	7	1	7
8th	1	12	1	12	0	1	0	1
9th	1	8	1	8	0	5	0	5
10th	0	3	0	3	1	10	1	10
11th	1	10	1	10	0	3	0	3
	6	78	6	78	5	65	5	65

HANDS	A——PARTNERS——D				B——PARTNERS——C			
	HANDS	TRICKS	HANDS	TRICKS	HANDS	TRICKS	HANDS	TRICKS
1st	0	2	0	2	1	11	1	11
2d	0	6	0	6	1	7	1	7
3d	1	9	1	9	0	4	0	4
4th	0	4	0	4	1	9	1	9
5th	1	7	1	7	0	6	0	6
6th	1	10	1	10	0	3	0	3
7th	0	5	0	5	1	8	1	8
8th	1	8	1	8	0	5	0	5
9th	0	3	0	3	1	10	1	10
10th	0	1	0	1	1	12	1	12
11th	1	11	1	11	0	2	0	2
	5	66	5	66	6	77	6	77

Played by each 3 Games, 33 Hands, 429 Tricks.

A Wins 18 Hands, 212 Tricks.
B "   18   "   210   "
C "   16   "   230   "
D "   14   "   206   "

PERCENTAGE TEST.

			A	B	C	D
Hands,	-	-	546	546	485	424
Tricks,	-	-	494	489	536	480
Percentage,			1040	1035	1021	904

A wins.

MULTIPLICATION TEST.

		A	B	C	D
Result,	-	3816	3780	3686	2884

A wins.

It will be seen that multiplying the Tricks by the Hands, gives the same proportionate result, as the true and exact method of Percentage.

The first Game played between A & B as Partners, against C & D, shows that:

A & B won 7 Hands and 68 Tricks.
C & D " 4   "   " 75   "

It also shows that, under the old way of Scoring,

A & B won 15 Points.
C & D won 17 Points.

2 Points in favor of C & D, who would have won the Game.

The test, however, under the new method of Scoring, gives the Game to A & B, thus:

MULTIPLICATION TEST.

A & B, - 68 Tricks x 7 Hands, - 476
C & D, - 75 Tricks x 4 Hands, - 300

176 in favor of A & B who win the Game.

PERCENTAGE TEST.

1 Game, of 11 hands, equals 143 tricks.

A & B, 7 Hands, 633	C & D, 4 Hands, 333
" 68 Tricks, 476	" 75 Tricks, 525
Percentage, 1109	858

Showing 251 in favor of A & B who win the Game.

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A TOURNAMENT OF WHIST.

WITH TWELVE PLAYERS. NINETY GAMES IN ALL.

Every 11 Hands played to be considered 1 Game. To be played in 10 Sittings at 3 Tables. 3 Games, of 11 hands each, to be played at each Sitting.

CHANGE PARTNERS EVERY GAME.

It will take about 2½ hours to play 3 Games or 33 hands. 30 Games of 11 hands each will equal in all. 330 Hands. 330 Hands of 13 Tricks each, will equal in all 4,290 Tricks, which will be the total number of Games, Hands and Tricks played by each.
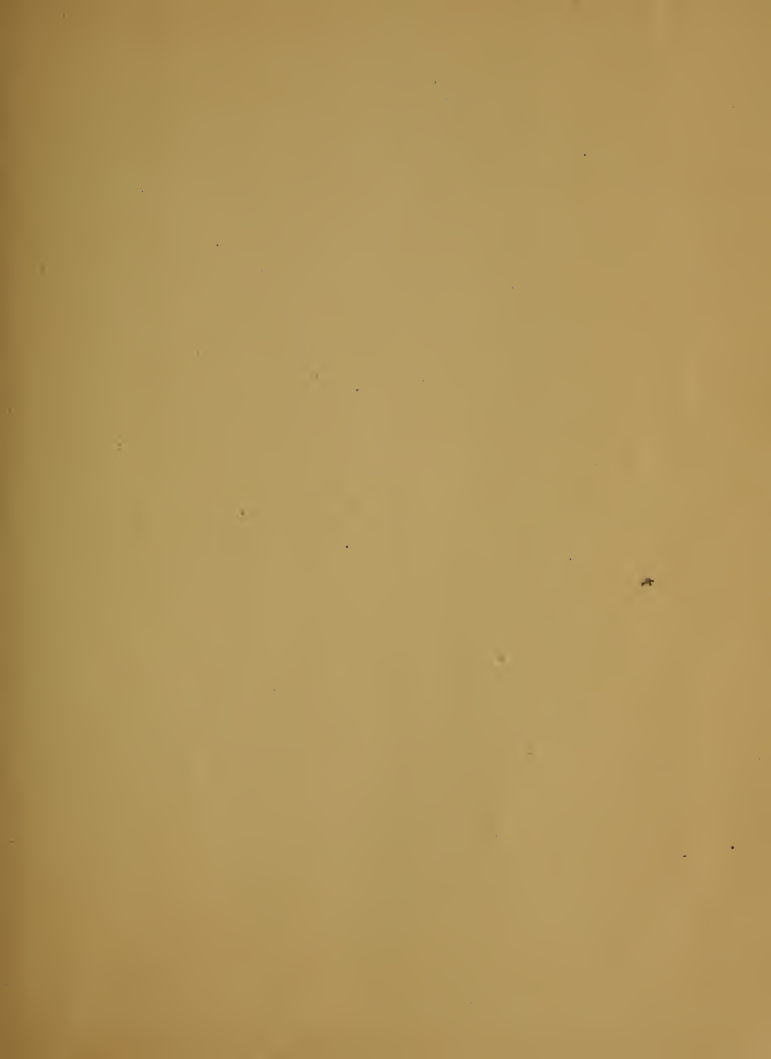
The Players to be designated A, B, C, D, E, F, G, H, I, J, K, L to be drawn A & B, C & D, and so on, to play as Partners at first Sitting.

It will be necessary to play the 30 Games as arranged, so that each Player, will play *with* every other player one or more games, and play during the Tournament one or more games, in fair proportion, *agains* every other Player.

If it is desired to continue the contest, or prolong the Tournament, it would be best to repeat the last Sitting, as hereafter arranged, and continue playing the reverse way of the List, as long as required or agreed.

ARRANGEMENT OF GAMES.

Games	FIRST TABLE.				SECOND TABLE.				THIRD TABLE.			
	PARTNERS.		PARTNERS.		PARTNERS.		PARTNERS.		PARTNERS.		PARTNERS.	
1	A	B	C	D	E	F	G	H	I	J	K	L
2	A	C	B	D	E	G	F	H	I	K	J	L
3	A	D	J	K	E		C	B	I	L	F	G
4	A	J	D	K	E	C	H	B	I	F	L	G
5	A	K	F	L	E	B	J	D	I	G	C	H
6	A	L	K	F	E	D	B	J	I	H	G	C
7	A	F	G	H	E	J	K	L	I	C	B	D
8	A	H	F	G	E	L	J	K	I	D	C	B
9	A	G	F	C	E	K	D	L	I	B	H	J
10	B	F	A	E	D	G	H	K	C	J	I	L
11	B	G	H	E	D	F	A	I	C	K	J	L
12	B	K	G	J	D	H	A	F	C	L	E	I
13	B	L	H	E	G	K	A	I	J	F	C	D
14	E	I	A	B	F	C	J	K	D	H	G	L
15	K	L	B	F	A	I	E	H	D	G	C	J
16	G	H	J	K	L	C	D	E	F	I	B	A
17	C	K	I	E	F	J	A	B	L	H	D	G
18	D	L	H	J	B	K	A	G	I	F	C	E
19	K	A	G	C	J	E	B	I	F	D	L	H
20	A	E	I	K	B	F	D	J	C	G	H	L
21	A	I	E	K	B	D	F	J	C	H	G	L
22	A	K	E	I	B	J	F	D	C	L	G	H
23	A	E	D	J	I	K	C	G	B	F	H	L
24	A	D	E	J	I	C	K	G	B	H	F	L
25	A	J	D	E	I	G	C	K	B	L	H	F
26	A	H	D	G	I	L	C	J	B	K	F	E
27	A	D	H	G	I	C	L	J	B	F	K	E
28	C	B	A	D	G	F	E	H	I	J	K	L
29	C	D	B	A	G	H	F	E	I	L	J	K
30	C	A	D	B	G	E	H	F	I	K	L	J